

AMENDMENTS TO THE CLAIMS

Claim 1 (Currently Amended) A computer-readable recording medium having a game image display control program recorded thereon, the game image display control program causing a game apparatus to execute a method comprising:~~for allowing a computer to realize a function for~~

displaying, using the game apparatus, a video picture captured from a first visual point position in a virtual three-dimensional space as a main screen of a game on a display unit,~~and;~~

displaying, using the game apparatus, a predetermined range where the virtual three-dimensional space is captured from a second visual point position and a visual field area, in which an area where the virtual three-dimensional space is captured from the first or a third visual point position at a predetermined azimuthal angle is projected in the predetermined range, as a radar image representing a position relationship of an object on a three-dimensional map-
composing including the virtual three-dimensional space,~~comprising a function for; and~~

changing, using the game apparatus, a shape of the visual field area according to a shape of the main screen in the display unit.

Claim 2 (Currently Amended) The computer-readable recording medium~~game image display control program~~ according to claim 1, wherein the method further comprises~~comprising a function for~~ changing the shape of the main screen according to a screen ratio of the display unit to change the shape of the visual field area accordingly.

Claim 3 (Currently Amended) The computer-readable recording medium~~game image~~

~~display control program~~ according to claim 1, wherein the method further comprises ~~comprising~~
~~a function for~~ changing the shape of the visual field area according to a screen ratio of the
display unit independently from a change in the shape of the main screen.

Claim 4 (Currently Amended) The computer-readable recording medium ~~game image~~
~~display control program~~ according to claim 1, wherein the method further comprises ~~comprising~~
~~a function for~~ ~~capable of~~ setting the shape of the main screen independently from a screen ratio
of the display unit and changing the shape of the visual field area according to the set shape of
the main screen.

Claim 5 (Currently Amended) The computer-readable recording medium ~~game image~~
~~display control program~~ according to ~~claim 1,~~ claim 1, wherein the method further comprises
~~comprising a function for~~ changing the shape of the main screen according to a game
proceeding.

Claim 6 (Currently Amended) The computer-readable recording medium ~~game image~~
~~display control program~~ according to claim 1, wherein the visual field area is a pyramid shaped
or a conical visual field area where the first or the third visual point position is an apex.

Claim 7 (Currently Amended) The computer-readable recording medium ~~game image~~
~~display control program~~ according to claim 1, wherein the visual field area is a quadrangular
pyramid shaped or a conical visual field area where the first or the third visual point position is

an apex, ~~and wherein the method further comprises comprising a function for~~ changing the shape of the main screen and the shape of the visual field area so that an aspect ratio of a bottom surface of the quadrangular pyramid matches with ~~the~~ a screen ratio of the display unit.

Claim 8 (Currently Amended) The ~~computer-readable recording medium-game image-~~ display control program according to claim 1, ~~wherein the method further comprises comprising~~ a function ~~having~~ using a virtual camera, which photographs an area captured from the first or the third visual point position, ~~to adjust for adjusting~~ a field angle of the virtual camera according to the shape of the main screen so as to change the shape of the visual field area.

Claim 9 (Currently Amended) The ~~computer-readable recording medium-game image-~~ display control program according to claim 1, ~~wherein the method further comprises comprising~~ a function ~~having~~ using one of ~~at least~~ a mode where a ratio of a horizontal direction to a vertical direction of the screen of the display unit is 4:3 and a mode where the ratio is 16:9 for widening a visual field in the horizontal direction of the visual field area ~~in the mode of 16:9 in~~ comparison with the mode where the ratio of the horizontal direction to the vertical direction is of 4:3.

Claim 10 (Currently Amended) The ~~computer-readable recording medium-game image-~~ display control program according to claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to ~~the~~ a mobile object moving in the virtual three-dimensional space in response to a player's operation and a visual field direction of the video

picture on the main screen can be freely rotationally moved to any direction ~~directions~~ in the virtual three-dimensional space with the first visual point position being a center independently from an advancing direction of the mobile object, and wherein the method further comprises ~~comprising a function for~~ controlling a rotation movement of the visual field area in conjunction with the rotational movement of the video picture on the main screen.

Claim 11 (Currently Amended) The computer-readable recording medium ~~game image display control program~~ according to claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to ~~the~~ a mobile object moving in the virtual three-dimensional space in response to ~~the~~ a player's operation, and wherein an entire movable area of the mobile object or a periphery of the mobile object is displayed as the radar image.

Claim 12 (Currently Amended) The computer-readable recording medium ~~game image display control program~~ according to claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to ~~the~~ a mobile object moving in the virtual three-dimensional space in response to ~~the~~ a player's operation, and wherein the third visual point position is a position of the mobile object or a position in ~~its~~ a vicinity of the mobile object.

Claim 13 (Currently Amended) The computer-readable recording medium ~~game image display control program~~ according to claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to ~~the~~ a mobile object moving in the virtual three-dimensional space in response to ~~the~~ a player's operation, and wherein the second visual point

position is a position above the mobile object.

Claim 14 (Currently Amended) The computer-readable recording medium ~~game image display control program~~ according to claim 1, wherein the video picture to be displayed on the main screen is a video picture relating to ~~the~~ a mobile object moving in the virtual three-dimensional space in response to ~~the~~ a player's operation, and wherein a predetermined range where the virtual three-dimensional space is captured from the second visual point position is a range centering on the mobile object.

Claim 15 (Currently Amended) A computer-readable recording medium having a game image display control program recorded thereon, the game image display control program causing a game apparatus to execute a method comprising: ~~for allowing a computer to realize a function for~~

displaying, using the game apparatus, a video picture obtained by capturing a mobile object moving in a virtual three-dimensional space from a first visual point position as a main screen of a game on a display unit; ~~a function for~~

capturing, using the game apparatus, a predetermined range centering on the mobile object in the virtual three-dimensional space and a predetermined object included in the predetermined range from a position above the mobile object; ~~and~~

displaying, using the game apparatus, the predetermined range and icons representing the mobile object and the predetermined object as a radar image on a part of the main screen of the game; ~~and a function for~~

displaying, using the game apparatus, a visual field area, where an area in which the virtual three-dimensional space is captured from the first visual point position or from the position of the mobile object is projected in the predetermined range, on a radar screen; ~~further comprising:~~

~~a function~~ for changing, using the game apparatus a shape of the main screen according to a shape of the display unit or a game proceeding; and

~~a function for~~ changing, using the game apparatus, a shape of the visual field area according to the shape of the main screen.

Claim 16 (Currently Amended) A game machine ~~which is constituted so as to be~~ capable of executing ~~the~~ a game image control program according to one of claims 1 to 15 for displaying, using the game machine, a video picture captured from a first visual point position in a virtual three-dimensional space as a main screen of a game on a display unit, and displaying, using the game machine, a predetermined range where the virtual three-dimensional space is captured from a second visual point position and a visual field area, in which an area where the virtual three-dimensional space is captured from the first or a third visual point position at a predetermined azimuthal angle is projected in the predetermined range, as a radar image representing a position relationship of an object on a three-dimensional map including the virtual three-dimensional space, the game machine comprising

means for changing a shape of the visual field area according to a shape of the main screen in the display unit.

Claim 17 (Cancelled)